

## ABSTRACT OF THE DISCLOSURE

A server in an object-oriented distributed processing system has a computer ID management section which assigns a unique computer ID to each of all  
5 computers (clients) in the system. A client receives the computer ID from the computer ID management section in first connection to the server and then generates an object having an object ID generated by using the computer ID. Accordingly, the client need not acquire  
10 the computer ID in every object generation processing. Hence, an object can quickly be generated.